

TALKING learning computer

Owner's Manual For Model Nbr. 7-230, 7-231

For Grades Kindergarten through 8th grade

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Set!

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Go!

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IMPORTANT NOTICE

Replace batteries at the first sign of erratic operation or malfunction.

For example, K·2·8 might not turn off when the "OFF" button is pressed.

Other symptoms are garbled speech, uneven or darkened display, or non response to pressing a button.

use ALKALINE batteries for longer operating time.

General Information

Your new talking K·2·8 is a special learning tool presenting a series of activities that will aid in developing reading, spelling and mathematical skills. The basic mainframe (K·2·8 without modules) has fifteen MODES (activities or games) of operation. (You will want to obtain modules to add to the K·2·8 MODES you already have. See P. 24, "modules"). There are five modes which use math skills, five using spelling, and five using reading. You may select the level of difficulty for each activity. Your mainframe contains a vocabulary of over fifteen hundred words!

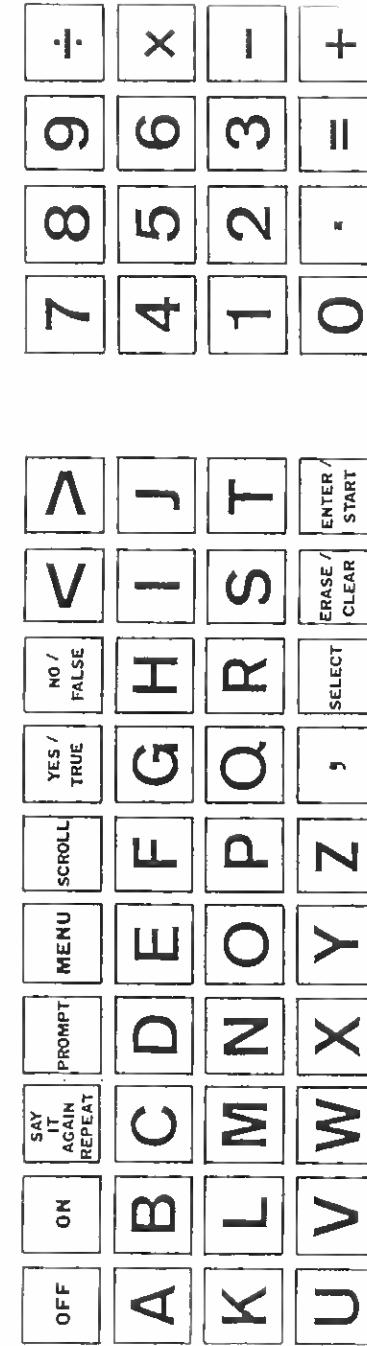
You will notice, as you read further, that we use the word "mode" in two different ways in this owner's manual. MODE refers to a particular activity or game, such as Letters. This will be shown by underlining. In addition, MODE can refer to MENU, or PROMPT, which are the way K·2·8 finds its MODES, and will be spelled in capital letters.

Your K·2·8 will accept modules that will add words to its vocabulary, as well as additional MODES of operation. The more games, the more fun: The capacity to accept additional MODES is a unique feature of K·2·8. Similar products, now available, accept modules which simply increase the vocabulary or number of problems, while the number of games remains the same.

K·2·8's space-age hardware is entirely solid state, with a vacuum fluorescent, nine character, sixteen segment display. There are fifty-six alphanumeric keys on the membrane keyboard that activate a phonene-based speech synthesizer. Your smart K·2·8 automatically shuts off when you do not use it to minimize battery drain. K·2·8 will say, "goodbye", and turn itself off.

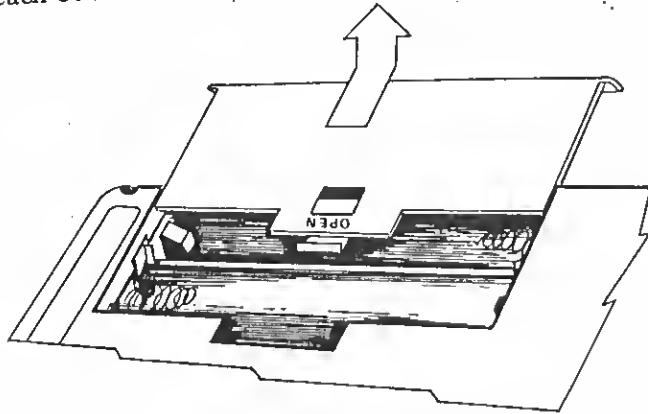
PARENT'S NOTE: K·2·8 was designed to attract and hold the attention of children of all ages. In order to achieve this objective K·2·8 was given a robot like voice. Initially some of the words K·2·8 speaks may seem unclear but as one becomes familiar with the voice the speech becomes much easier to understand. K·2·8's voice is similar to someone with a foreign accent. In a short time one will forget about the accent and begin to learn while having fun.

K·2·8's KEYBOARD



polarity as shown inside battery compartment.

If K-2-8 fails to operate after installing batteries, recheck battery polarity and make certain all batteries are making good contact with each other and with the battery contact springs.



IMPORTANT: Only ALKALINE batteries may be used.

A.C. ADAPTER

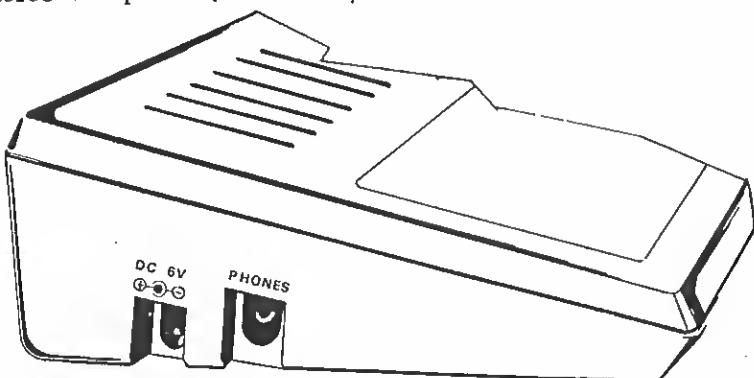
A mini jack is provided for an A.C. Adapter (not included). The AC adapter used must have a 6VDC output, capable of 280 mA of current.

To be used from ordinary house current. (120 Volt 60Hz).

Recommend to "Use TI ADAPTER AC-9199".

HEADPHONE

A mini (3.5mm) jack is provided to use ordinary stereo headphone (not included).



WARNING : Incorrect AC adapter use may damage your K-2-8.

Setting Up K-2-8

Let's see how each key works.

OFF turns K-2-8 off. K-2-8 will not permit itself to be turned off until it is finished speaking.

ON turns K-2-8 on, and automatically sets it in the MENU MODE.

NOTE: When turning K-2-8 on, hold "ON" key depressed until K-2-8 responds with "HELLO."

SAY IT AGAIN (REPEAT) is a very useful key and asks K-2-8 to repeat the problem or word. You may use this key anytime you are entering your answer to listen to the problem or word again.

PROMPT gives you a quick way to choose which game you want to play. You may use PROMPT anytime you want to change your MODE. Press the ENTER/START button to complete the command (See ENTER/START, P. 7). The PROMPT mode is accessed by pressing the PROMPT key anytime after K-2-8 has been turned on. When the PROMPT mode is entered, K-2-8 will display "MODE A", and instruct you to "Enter MODE." You press the letter key corresponding to the desired MODE (See Table 1, P. 8). Once the letter selecting the MODE has been entered, and you complete the command by pressing ENTER/START, K-2-8 responds by presenting the various MODES, starting with the MODE you have selected. When the desired MODE is displayed, you must press ENTER/START or K-2-8 will continue to present choices. The PROMPT mode is a quick (prompt!) way to access a MODE. Letters A through O are used to correspond to the fifteen activities (See Table 1, P. 8) contained in the mainframe. Letters P through X will be used for MODES contained in modules. If letters P through X are pressed in the PROMPT mode, with no module installed, K-2-8 will speak the message, "Module not installed." If a module is in place where no modes exist for the entered letter, K-2-8 will respond by saying, "Mode not available".

MENU

is the key to press so K·2·8 will offer you a selection of MODES from its "menu"!. Don't forget to complete all commands by pressing the ENTER/START key.

The MENU MODE is automatically entered when K·2·8 is turned on and is again entered upon completion of any MODE of operation. You can also enter the MENU MODE by pressing the MENU key anytime after K·2·8 has been turned on, regardless of the current MODE. In a way, the MENU mode is analogous to a restaurant waiter stating the choices on a menu. K·2·8 will display, at a two second interval, each of the currently available MODES of operation. A beep tone marks the display of each new MODE. K·2·8 will continue to display the MODES in a continuous loop until the ENTER/START key is pressed. If you do not signal K·2·8 within five minutes, it will turn itself off. If K·2·8's SELECT key is pressed, K·2·8 will advance to the next MODE without waiting the full two seconds, permitting you to advance to the desired mode more rapidly. (See PROMPT, P. 5 for an alternative method of rapid selection.) Once the desired MODE is displayed, you must press the ENTER/START key. K·2·8 responds by stating the title of the selected MODE and will initiate that MODE. You will see that the title K·2·8 says may differ from the displayed title: the display title is limited by a maximum of nine characters, while the spoken title is the complete title of the MODE.

SCROLL is used when modules are added to K·2·8, extending K·2·8's ability to show sequences of figures longer than the nine conventional places.

YES/
TRUE is used when modules are added to K·2·8 to enter a "yes" or "true" answer to a question asked by K·2·8. Its function is described further in the instructions accompanying each module.

NO/
FALSE is used when modules are added to K·2·8 to enter a "no" or "false" response to a question asked by K·2·8. Its function is described further in the instructions accompanying each module.

les are added to K·2·8 to show that, in comparison, one item on the display is less than another. Its function is described further in the instructions accompanying each modules.

> is called the "greater than" symbol and is used when modules are added to K·2·8 to show that, in comparison, one item on the display is greater than another. Its function is described further in the instructions accompanying modules.

A keys/are used to enter each letter into the display. In THROUGH addition, letters A through O are used in the PROMPT mode (see PROMPT, P. 5) to access the MODES in a rapid manner. Letters A through E also refer to skill levels (see SKILL level, P. 9).

,

is used to enter an apostrophe character. For example, you will need an apostrophe to spell contractions, such as "aren't".

SELECT is used when K·2·8 is in the MENU mode to advance K·2·8 to the next MODE faster than the MENU modes usual rate of display.

ERASE/
CLEAR allows you to erase any responses on the display you have entered, until you have pushed the ENTER/START key. ERASE/CLEAR permits you to correct an answer without using up a "try".

ENTER/
START is used to tell K·2·8 when an answer is complete and can be entered. In almost all MODES of operation, K·2·8 requires that each answer be finalized by pushing this key.

SPECIAL
NOTE: K·2·8 will go into its +Z+ MODE (store display MODE) when the batteries start wearing out, unit is bumped, etc. This MODE +Z+ is meant for store use only and when in this MODE periodically the K·2·8 will explain its functions telling you all about itself every few minutes. The K·2·8 will stay in this MODE until you disable it. There are two ways to disable the K·2·8 by removing batteries or adapter and by using the +Y+ MODE. By pushing +PROMPT+ then +Y+ and ENTER/START button the unit will shut off. The K·2·8 can be put in its +Z+ MODE the same way as +Y+.

Table 1. What the letters mean in the PROMPT mode.

A	SPELL
B	SAY/SPELL
C	LETTERS
D	CORRECT
E	FIRST
F	ALPHABET
G	FIND
H	GUESS A-Z
I	MAKE WORD
J	LEFT/RIGHT
K	COUNT
L	TABLES
M	GUESS NUM
N	SETS
O	WORD
P	(RESERVED FOR MODULES)
Q	(RESERVED FOR MODULES)
R	(RESERVED FOR MODULES)
S	(RESERVED FOR MODULES)
T	(RESERVED FOR MODULES)
U	(RESERVED FOR MODULES)
V	(RESERVED FOR MODULES)
W	(RESERVED FOR MODULES)
X	(RESERVED FOR MODULES)

DEFINE YOUR TERMS:

You will need to know a few more concepts before you can use your K·2·8. For example:

(See following chart for differences.)

SKILL LEVELS

refers to the five levels of difficulty that are programmed into most MODES. When a MODE has been entered that provides levels of difficulty, K·2·8 displays the message, "Level A" and says, "Set level". To select the desired skill level, you must press a letter from A through E. A represents the easiest problems, while problems at levels B, C, and D grow increasingly difficult. The letter E presents the most difficult problems. Once the desired letter corresponding to a skill level has been entered, you must press ENTER/START. K·2·8 will then present activities within the selected MODE at the selected level of difficulty.

RANGE OF ANSWERS (SKILL LEVEL VS. OPERATION) OPERATION

SKILL LEVEL	Addition	Subtraction	Multiplication	Division
A	0-18	0-9	0-81	0-9
B	10-50	0-25	0-225	0-15
C	25-100	0-50	0-400	0-20
D	50-150	0-75	0-625	0-25
E	75-198	0-99	0-961	0-31

The following table helps illustrate the various SKILL LEVELS for each operating MODE.

	Number of Levels	Problem Sets	Scoring
SPELLING			
Spell	5	yes	yes
Say Letters	1	no	no
Correct It	5	yes	yes
Starts With	5	yes	yes
Say It/Spell It	5	yes	yes
READING			
Alphabet	1	no	no
Find It	5	yes	yes
In between Letters	1	no	yes
Make Words	5	yes	yes
Left/Right	1	yes	yes
MATH			
Count	5	no	no
Math Tables	5	yes	yes
In between Numbers	1	no	yes
Sets	1	yes	yes
Word Problems	5	yes	yes

SCORING

Once you have entered an answer, K·2·8 announces whether your answer is correct. K·2·8 praises your correct answer and moves on to the next problem. If the answer is incorrect, K·2·8 encourages you to "try again". If your response is correct on the second try, K·2·8 will praise you and proceed to the next problem. If the answer is still incorrect after the second try, K·2·8 displays and announces the correct answer and moves on to the next problem, but is recorded as an incorrect answer. You have two trials before K·2·8 supplies the correct response. After five problems have been completed, K·2·8 presents the score and offers a comment. The number of correct responses (on the first try!) will be shown next to a +. The number of incorrect responses is shown next to a -. A problem is scored as incorrect if a wrong answer is given on the first try. If all five problem within each set were answered correctly, K·2·8 praises you, saying, "Excellent!" If four answers were correct, K·2·8 says, "Very good!" If three problems were correct, K·2·8 says, "Good!" When you have correctly answered two problems, K·2·8 says, "Fair!" If only one response per set was correct, K·2·8 tells you, "Poor!" When no correct answers have been given, K·2·8 tells you, "You're not trying!" After the score is given, K·2·8 returns to the MENU MODE, starting with the MODE you just played. This permits you to continue to play the same game.

HOMONYMS

Approximately 125 of the 1500 words in K·2·8's vocabulary are homonyms (words that sound alike, but are spelled differently). When K·2·8 requests that you spell a word that has more than one correct spelling, it will also give you the context of the word it expects you to spell. For example, K·2·8 may say, "Spell blue, as in blue, as in color." You then know not to spell, "Blew, as in wind". Similarly, you may be asked, "Spell buy, as in purchase". That eliminates "bye" as in, "good bye" and "by" as in, written by".

Description of the Mainframe MODES and their play title in parenthesis indicate title used in K·2·8 display.

SPELL (SPELL)

The object is to spell words as K·2·8 announces them. If, after two tries, you have not succeeded in correctly spelling the word, K·2·8 shows the proper spelling. After five words have been presented, K·2·8 displays your score, as described above in the section, "Scoring".

* To play:

Step 1: Turn K·2·8 on by pressing the "ON" key. K·2·8 will say, "hello" and display the 15 modes, one at a time, accompanied by a "beep" tone.

NOTE: When turning K·2·8 on, hold "ON" key depressed until K·2·8 responds with "HELLO."

Step 2: When the display shows the MODE you want to play, press ENTER/START. For an example, to use the spelling MODE, press ENTER/START after Spell has been displayed. K·2·8 will display Level A, and say, "Set level".

Step 3: To select the skill level, press a letter, A, B, C, D, or E and then press ENTER/START.

Step 4: Press the letter(s) or number(s) to supply your answer and complete your response by pressing ENTER/START. K·2·8 will announce whether your answer is correct and go on to the next problem. If, however, your response is incorrect, K·2·8 gives you another try. Enter your response the same way. If your answer is still incorrect, K·2·8 will supply the correct answer and proceed to the next problem.

* These instructions also apply to the play of: CORRECT, FIRST, SAY/SPELL and MAKE WORDS.

Step 5: Repeat Step 4, until five problems have been completed. K·2·8 then returns to the MENU MODE and offers you the chance to continue in the same MODE, or to select another.

SAY IT/SPELL IT (SAY/SPELL)

The object is to spell the word K·2·8 says, after the visual display has disappeared. This task uses visual and auditory memory clues. It can help you if you need a visual prompt.

SAY LETTERS (LETTERS)

Improves letter recognition. As you push a letter key, K·2·8 displays the letter and says it for you.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select the SAY LETTERS MODE, as described in the "Spell it" mode.

Step 3: Press any letter (or number) you like. K·2·8 will display the letter (or number) and say it. Nine characters can be displayed. When you have pressed the tenth, it will replace the ninth, and so on.

Step 4: To select another MODE, push MENU and enter the desired MODE as usual.

CORRECT IT (CORRECT)

The object is to correct K·2·8's spelling mistakes. K·2·8 displays a word containing one letter that does not belong. You are to enter the correct spelling of the whole word.

To play:

Step 1: Refer to descriptions in the Spell it MODE.

Step 2: Refer to descriptions in the Spell it MODE.

Step 3: Press a letter to correspond to a skill level and then press ENTER/START. K·2·8 will display an incorrectly spelled word, while saying, the word and, "That is incorrect". K·2·8 then says the word again, this time without the visual display.

Step 4: You need to press the letters to spell the word correctly. Don't forget to press ENTER/START.

If you spell the word incorrectly, K·2·8 will tell you, "That is incorrect", and display the word again. This time, although K·2·8 will again misspell the word, another incorrect letter, occupying the same place in the word, will be used. That way, you have a clue as to which letter is incorrect.

For example: display 1: BLRTHDAY
(incorrect)
display 2: BFRTHDAY
(incorrect)

Step 5: K·2·8 presents another word and you can repeat Step 4. When five words have been attempted, K·2·8 will tell you your score.

Note: Sometime, you may need to hear the word another time. Press the "Say it again key" and the word will be repeated.

STARTS WITH (FIRST)

K·2·8 asks you to provide the first letter of the word it says.

To play: See directions for SPELL above.

ALPHABET (ALPHABET)

K·2·8 recites the alphabet for you while displaying each letter as it is said.

To play: Turn K·2·8 on and select ALPHABET MODE. K·2·8 will recite the ABC's.

FIND IT (FIND)

The object is to match a spoken word to its spelling. K·2·8 verbalizes a word and proceeds to display five words in sequence. One of the words corresponds to the spoken word. You must press ENTER/START when the proper word is displayed. Two tries are given before K·2·8 supplied the correct answer. Incidentally, K·2·8 will beep five times to tell you it is searching for new words to display.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select FIND IT by pressing ENTER/START when FIND IT is displayed.

Step 3: Select skill level by pressing a letter, A through E then pressing ENTER/START.

Step 4: K·2·8 will beep five times and say "Find the word...". K·2·8 will then display five words in sequence, one of which is the word K·2·8 has announced. Your job is to choose the correct one.

Step 5: Press ENTER/START as you see the word you think corresponds to the one you heard. K·2·8 will tell you if you are correct. (If you are wrong, K·2·8 gives you a second try. After five sets of words, K·2·8 gives you your score.

Example: K·2·8 says, "Find the word twenty". It then shows you the words: early, plural twenty... on the display. As twenty is shown on the screen, press ENTER/START. K·2·8 will compliment you on the right answer!

GUESS LETTER (GUESS A-Z)

(also similar to GUESS NUMBER) — K·2·8 picks a secret letter between A and Z. You guess the secret letter. If your guess is wrong, you may have given yourself a clue about the secret letter: one letter in the display may change, reducing the number of possible letters to guess. When you have guessed the letter. You can then try again to guess another secret letter.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select GUESS LETTER by pressing ENTER/START when GUESS A-Z is displayed. K·2·8 will announce the MODE and ask you to guess a letter between A and Z.

Step 3: When you have decided which letter to guess, press the corresponding key and ENTER/START. K·2·8 will say your guess and whether it was correct. If not, K·2·8 will use the letter you have guessed to narrow the range of choices you need to make next.

Example: K·2·8 shows A to Z. You guess and enter "O". K·2·8 says, "Incorrect, try again". The display changes and shows: O to Z. You now know that the secret letter is between "O" and "Z". So you would not guess "F" or any letter which precedes "O" in the alphabet. Try "S". K·2·8 will again say, "Incorrect, try again". The display changes to show that the secret letter is between "O" and "S". You may continue entering your guesses until you have determined the secret letter K·2·8 has chosen.

Step 5: K·2·8 will show you how many guesses it took for you to guess the letter and returns to the MENU MODE. You may now select another MODE, or continue with GUESS LETTER.

MAKE WORDS (MAKE WORD)

The object is to fill in the missing letter that K·2·8 has left out in the display.

The basic play follows the same step as SPELL, see above.

LEFT/RIGHT (LEFTRIGHT)

This game presents the opportunity to discriminate left from right by asking you to enter the letter shown, either on the left or right side of the display. (K·2·8 randomly picks left or right) You have two tries.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select Left/Right and press ENTER/START. K·2·8 will ask you to find the key with the letter that corresponds to the one on the left (or right) of the display screen.

Step 3: Press the letter and ENTER/START. K·2·8 will tell you if your answer is correct and present the next problem.

Step 4: Repeat Step 3.

COUNT (COUNT)

K·2·8 will count to 200. The skill level will determine the increment used. A = 1's, B = 2's, C = 5's, D = 10's, E = 20's.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select SAY NUMBERS MODE, as described above.

Step 3: Select a skill level by pressing a letter that corresponds to the way you want to hear the numbers counted. Press ENTER/START.

Step 4: K·2·8 will count to 200.

MATH TABLES (TABLES)

The object is to perform math functions as K·2·8 presents a math problem. You have two tries to answer correctly before K·2·8 will give you the correct answer.

To play:

Step 1: Turn K·2·8 on.

Step 2: Select MATH TABLES and press ENTER/START. K·2·8 will ask you to set the skill level. See table on P. 9 for range of skill level difficulty.

Step 3: Press a letter from A to E to correspond to the level of difficulty and press ENTER/START. K·2·8 will then display "A + B =" and then say "Set operator". Now you must select the operation or type of math problem you would like to do I.E. division, addition, multiplication or subtraction by pressing the corresponding key. Then press ENTER/START.

Step 4: Press ENTER/START. K·2·8 will say and display a problem for you to solve.

For example: $29 + 36 =$

Step 5: Press the number(s) that supply the correct answer and press ENTER/START.

For example: Press "6" and "5" and ENTER/START. K·2·8 will show $29 + 36 = 65$, and say "65, very good", and will present another problem. If your answer is incorrect, you have another try before K·2·8 gives you the answer and presents the next problem.

K-2-8 picks a number between 1 and 99 and asks you to guess the secret number. If your guess is wrong, you may have given yourself a clue about the secret number. After each wrong guess, one number may change on the display, reducing the number of possible guesses. When the secret number has been determined, K-2-8 will display the number of guesses you needed to guess the number.

To play: See instructions for GUESS LETTER.

SETS (SETS)

The object is to count the number of letters or numbers on the display screen.

To play:

Step 1: Turn K-2-8 on.

Step 2: Select SETS and press ENTER/START. K-2-8 will ask, "How many?" characters are displayed.

For example: 9999 K-2-8 asks, "How many nines?"

Step 3: Count the number of items displayed and press that number. Then press ENTER/START.

For example: Press "4" and ENTER/START. K-2-8 will say, "Correct". and present another problem.

WORD PROBLEMS (WORD)

Here K-2-8 presents verbal math problems without displaying them. There is no visual display, until your answer is shown on the screen.

To play:

See instructions for MATH TABLES.

LEVEL A

A	DID	HERE	NOW	SUN
ABOUT	DIG	HIM	NUT	TAG
AFTER	DO	HIT	OF	TAKE
AGAIN	DOG	HOG	OLD	TELL
AGE	DOLL	HOME	ON	TEN
AIR	DOT	HOP	ONCE	THANK
ALL	DOWN	HOT	ONE	THAT
AM	DROP	HOW	OPEN	THE
AN	EAT	I	OUR	THEM
AND	EGG	ICE	OUT	THEN
ANY	FAN	IN	OVER	THERE
ARE	FAR	INTO	PAINTED	THEY
AROUND	FARMING	IS	PEN	THINK
AS	FAST	IT	PET	THIS
ASK	FAT	JUMP	PIG	THREE
AT	FEET	JUST	PIN	THROW
ATE	FIG	KILL	PLAY	TIP
BAD	FIND	KNOW	PLEASE	TO
BAG	FIRE	LAST	POT	TODAY
BALL	FIREMAN	LATE	PRETTY	TOO
BARN	FIVE	LAUGH	PUT	TOOK
BAT	FLOWERS	LEFT	RAIN	TOP
BE	FLY	LEG	RAN	TOY
BED	FOOD	LET	READ	TREE
BIG	FOR	LET'S	READING	TREES
BLACK	FOUND	LIGHT	READY	TRUCKS
BLUE	FOUR	LIKE	RED	TUB
BOAT	FOX	LITTLE	REST	UNDER
BOOK	FREE	LIVE	RIDE	UP
BOX	FROG	LOOK	ROUND	US
BOY	FROM	LOST	RUN	WALK
BRING	FUN	MAD	SAID	WANT
BROWN	FUNNY	MAKE	SAT	WAS
BUG	GARDEN	MAN	SAW	WATER
BUS	GET	MANY	SAY	WE
BUT	GIVE	ME	SEE	WELL
BY	GO	MEN	SEEN	WENT
CALL	GOAT	MILK	SEND	WERE
CAME	GOING	MOP	SEVEN	WET
CAN	GOOD	MORE	SHALL	WHAT
CANNOT	GOT	MUCH	SHE	WHEN
CAR	GROUND	MUD	SIT	WHERE
CARE	GUM	MUST	SIX	WHITE
CAT	HAD	MY	SLEEP	WHO
CHILDREN	HAND	NAP	SO	WILL
COAT	HAS	NEST	SOFT	WIN
COLD	HAT	NEVER	SOON	WISH
COME	HAVE	NEW	SPOT	WITH
COULD	HE	NINE	STAND	WORD
COW	HELP	NO	STOP	WORK
CUP	HEN	NOSE	STOPPING	YARD
CUT	HER	NOT	STREET	YELLOW
DAY				YES
				YOU

LEVEL B

347 WORDS

ACROSS	CRY	ISN'T	POTATO	STAGE
ALIKE	CUB	ITS	POUND	STAMP
ALSO	CUCUMBER	JOB	PREFIX	STAR
ALWAYS	CUTE	JOKE	PRIZE	START
ANIMAL	DAMP	KIDNAP	PULL	STATE
APPLE	DANCER	KIND	PUP	STEAL
AUNT	DARK	KITE	QUACK	STEAM
BABY	DATE	LADLE	QUEEN	STEP
BAKING	DIRT	LADY	QUILT	STING
BECAUSE	DISH	LAKE	RACE	STONE
BECOME	DOES	LARGE	RADAR	STORY
BEDTIME	DON'T	LAWN	RADIO	STOVE
BEE	DONE	LEARN	RAINDROP	STRONG
BEEHIVE	DOOR	LIFT	RAKE	SUIT
BEEN	DRANK	LOCATE	RAZOR	SWING
BEFORE	DRAW	LONG	RECEIVE	TABLE
BEHIND	DREAM	LOUD	RICH	TAFFY
BEST	DRESS	LOVE	RIDDLE	TALK
BIRD	DRINK	LUMP	ROAD	TAUGHT
BITE	DRIP	LUNCH	ROAR	TEACH
BLOUSE	DRUM	MADE	ROBE	TEAM
BLOWS	EACH	MAGIC	ROBOT	TEETH
BOAST	EAST	MAIL	ROOM	THAT'S
BONE	EVERYONE	MAKEUP	ROSE	THEIR
BORN	EYE	MALE	RUG	THESE
BOTH	FACE	MALT	SAD	THIRD
BOTTLE	FALL	MATTER	SADDLE	THOSE
BOUGHT	FAMILY	MEAT	SALT	THOUGHT
BOW	FANCY	MICE	SAME	TIGER
BRAG	FARM	MINE	SCHOOL	TIME
BRASS	FATHER	MONEY	SCOLD	TOAST
BREAD	FEMALE	MOON	SCREAM	TOGETHER
BROKE	FERN	MOTEL	SCREW	TOMATO
BROKEN	FEVER	MOTHER	SEAT	TOOTH
BROTHER	FIGHT	MOTOR	SEED	TORN
BRUSH	FIRST	MOUSE	SENSELESS	TOWN
BUY	FLAG	MOUTH	SHEEP	TRAIN
CAKE	FLASH	MUSIC	SHELL	TRIP
CANT	FLOAT	MYSELF	SHIRT	TRY
CANDLE	FLOOR	NAIL	SHOE	TULIP
CANDY	FOIL	NAME	SHORT	TURKEYS
CARRY	FOOT	NAVY	SHOW	TURN
CAVE	FORK	NICE	SIDE	UNCLE
CHAPTER	FRIEND	NIGHT	SILENT	UNHAPPY
CHASE	FROST	NORTH	SIMPLE	UPON
CHEST	FULL	OFF	SING	USE
CHEW	GAME	ONLY	SINGLE	VERY
CHIEF	GERM	OR	SISTER	VITAMIN
CHIN	GIRL	OUTSIDE	SKATE	VOICE
CHOICE	GOLD	OWN	SKIRT	VOLCANO
CHOKE	GONE	PAGE	SKY	VOTE
CHOPPED	GRADE	PAIN	SLED	WAITING
CHURCH	GRAIN	PAINT	SLIDE	WALL
CITY	GRASS	PAPER	SMALL	WARM
CLAMP	GREEN	PARTY	SMART	WASH
CLASS	GROW	PEACH	SMOKE	WATCH
CLEAN	GUESS	PEOPLE	SNOW	WAVE
CLOCK	HARD	PERCH	SOAP	WEEK
CLOTHES	HEAD	PICK	SONG	WHEEL
CLOWN	HELD	PICTURE	SORRY	WHY
COAL	HOLD	PINCH	SOUND	WINTER
COIN	HORN	PINK	SOUTH	WISE
COLOR	HOUR	PINT	SPANK	WOMAN
COOK	HOUSE	PLANT	SPEAK	WOOD
COOL	HUMAN	PLATE	SPELL	WORN
COULDN'T	HURT	PLUM	SPILL	WOULD
COWBOY	IM	PLUS	SPool	YAWN
CRASH	IF	POINT	SPoon	ZEBRA
CRAWL	INSIDE	POST	SPORT	ZONE
CROSS			STABLE	

LEVEL C

ABOVE	COMPARE	GIANT	MUSEUM	SHE'LL
ABSENT	COMPLETE	GLASSES	NATION	SHEDDING
ACTION	CONCERN	GOLDFISH	NATURE	SHOES
ADDING	CONTEST	GRAMMAR	NERVOUS	SHOULD
ADDRESS	CORNER	GRATEFUL	NOISE	SHOVEL
AIRPORT	COTTAGE	GUIDES	NOTEBOOK	SHRILL
ALLEY	COUGH	GUITAR	NOUN	SIDEWALK
ALONE	COUNTRY	HAPPY	NOVEMBER	SMILE
ALPHABET	COUSIN	HE'S	NUMBER	SOLVE
AMOUNT	CURRENT	HEALTH	NURSE	SOME
APRIL	DADDY	HEAVEN	OARS	SOUP
APRON	DANCE	HERSELF	OCTAVE	SPEECH
AREN'T	DAYLIGHT	HIGH	OCTOBER	SQUARE
ARGUE	DECEMBER	HIGHER	ORANGE	STATUE
ARTICLE	DEFEAT	HIGHEST	OUGHT	STOMACH
ARTIST	DESTROY	HIMSELF	PACING	STUDENT
ASLEEP	DINNER	HISTORY	PARENT	STUDY
AUGUST	DISCOUNT	HOBBIES	PAYMENT	SUGAR
AUTO	DISCOVER	HORSE	PEANUT	SUMMER
AUTUMN	DISEASE	HOSPITAL	PEDAL	SUNDAY
AVERAGE	DISLIKE	HUNDRED	PENCIL	SURE
AWAY	DISTURB	HYMN	PERSON	TARDY
BANANA	DOCTOR	I'LL	PERSONAL	TEASPOON
BASEBALL	DOLLAR	INCHES	PIANO	TERRIFIC
BASHFUL	DONKEY	INSTEAD	PITCHING	THANKFUL
BEGIN	DOZEN	INVENT	PLANE	THIEF
BELONG	DRIVE	ISLAND	PLURAL	THOUSAND
BENEATH	EAGLE	JANUARY	POLICE	THREAD
BETTER	EARLY	JOURNEY	POPCORN	THREW
BICYCLE	EARTH	JOYOUS	POSTAGE	THURSDAY
BIRTHDAY	EATABLE	JULY	POUNDS	TONGUE
BOTTOM	EATEN	JUNE	PREDICT	TONIGHT
BOUND	EIGHT	JUNGLE	PREPARED	TOWEL
BRIDGE	ENTRANCE	KEEP	PRONOUN	TRAIL
BRISKLY	EVERY	KITCHEN	PROPERLY	TRAVEL
BROOM	EXAMINED	KITTEN	PROVE	TRUBLE
BUFFALO	EXCHANGE	LAND	PURPLE	TRUE
BULLET	EXERCISE	LANGUAGE	QUART	TUESDAY
BURGLAR	EXPERT	LEAVE	QUARTER	TUNNEL
BUTCHER	EXPLAIN	LESSON	RAILROAD	TURTLE
BUTTON	FAMOUS	LIBRARY	RAINBOW	TWENTY
CALENDAR	FARMER	LION	REMAIN	TWICE
CAMEL	FEBRUARY	LIVES	RESCUE	UNABLE
CAMERA	FIELD	LOUDLY	RETURN	UNLUCKY
CAREFUL	FINISH	MARBLE	RIVER	UNTIE
CARELESS	FLUID	MARCH	VALLEY	VERB
CARTOON	FOOLISH	MAY	ROOSTER	VISITOR
CAUSE	FOOTBALL	MELON	ROUTE	WASTE
CENTS	FORCE	METAL	SAILBOAT	WEATHER
CHAIN	FORGIVE	MIDDLE	SAILOR	WEDNESDAY
CHAIR	FOUNTAIN	MINUS	SALMON	WEST
CHICKEN	FOURTH	MINUTE	SAND	WHEAT
CHILD	FRACTION	MIRROR	SANDWICH	WHETHER
CHIMNEY	FREEDOM	MOAN	SATURDAY	WIND
CIRCLE	FRIDAY	MODERN	SCARF	WINDOW
CLIMATE	FROZEN	MONDAY	SCIENCE	WINNER
COACH	FRUIT	MONKEY	SEARCH	WORSHIP
COLLAR	FUTURE	MONTH	SEASON	WRITE
COMICAL	GALLON	MORNING	SECTION	YOUNG
COMIC	GAVE	MOVIE	SEPTEMBER	ZOO
COULD	GHOST	MUFFLED	SETTLERS	

304 WORDS

LEVEL D

287 WORDS

ABILITY	CONNECT	HAPPENED	OMITTED	SHELTER
ACIE	COPPER	HARVEST	OPENED	SHELVES
ACHIEVE	CDSTUME	HEAVY	ORCHARD	SHORE
ACTIVE	COUPLE	HDBBY	ORDER	SIGNAL
ACTIVITY	COURAGE	HOLLOW	DWNER	SILENCE
ADMITTED	COVERED	HORRIBLE	PADDLE	SLOW
AFRAID	CRADLE	HOWEVER	PAIL	SMOOTH
ALBUM	CRAZY	HUGE	PAIR	SOMEHOW
ALIVE	CRIMINAL	ICEBERG	PALACE	SOUR
AMBITIDN	CULERIT	INSTANCE	PALE	SPEAKER
ANCHOR	CUSTOMER	INSTANT	PALM	SPECIAL
ANGEL	DEAD	INSTINCT	PANCAKE	STATIC
ANKLE	DEBT	INVENTOR	PARADED	SUCCEED
ARRIVAL	DECIDED	JANITOR	PARROT	SUCCESS
ATTACK	DEER	JEWEL	PASSIVE	SUDDENLY
ATTIC	DEMON	JOLLY	PASTURE	SUFFER
AUDIENCE	DEVIL	KINGDOM	PEACE	SUPPDSED
AUTHORITY	DIET	KNEEL	PEPPER	SURFACE
AVIATOR	DIRECT	KNIT	PETAL	SWEET
AWKWARD	DIRECTOR	KNIVES	PHONE	SYRUP
BADLY	DISTANCE	KNOB	PICNIC	TAILOR
BAGGAGE	DIVIDER	KNUCKLES	PIRATE	TENNIS
BALANCE	EARLIER	LABOR	PLAYER	THICK
BANDAGE	EDITION	LARGELY	PLENTY	THIN
BARELY	EIGHTEEN	LEAVES	POSTURE	THIRSTY
BASIN	EIGHTH	LETTUCE	PREACHER	THUMBS
BEAUTY	EIGHTY	LIBERTY	PRESENCE	TIMBER
BEGINNER	ELECT	LOAVES	PREVENT	TORRENT
BLANKET	ELECTRIC	LOCATION	PRINTER	TRAFFIC
BLEW	ENGINE	LONELY	PROMISED	TRAILER
BLIND	ENGINEER	LUSCIOUS	PROTECT	TREATY
BLOSSOM	ENTERING	MAJESTY	PUBLIC	TRICYCLE
BOOKCASE	EQUAL	MANAGER	PUPIL	TROUSERS
BORDER	ERASE	MAPLE	PURCHASE	TRUST
BRAVE	EVIL	MECHANIC	PURITY	TYPE
BREAK	EXCUSING	MEDICINE	PUZZLE	UNITY
BUBBLE	EXPECT	MEMBER	QUALITY	USUAL
BUCKET	EXPelled	MENACE	QUANTITY	VACANT
BUGLE	EXPRESS	MIGHTY	QUICK	VACATION
BUNDLE	EYEBROWS	MILITARY	QUIET	VANISH
CABLE	FAIR	MILLION	QUIT	VAPOR
CALF	FAITH	MINERAL	RAINCOAT	VARNISH
CALM	FALSE	MINOR	RAISIN	VEIN
CAMPUS	FISH	MISCHIEF	RELATION	VISIBLE
CANARY	FIXTURE	MISSILE	REPORT	VISIT
CAPTIVE	FORGIVEN	MITTENS	RIGHT	VOYAGE
CAPTURE	FRAGILE	MIXTURE	ROTATE	WALRUS
CARNIVAL	FRIENDLY	MOISTURE	ROUGH	WARRIOR
CARROT	FURNISH	MOMENT	SAMPLE	WEIGHT
CENTERED	GASOLINE	NOTIVE	SCISSORS	WHATEVER
CHALK	GLEAM	MUSTARD	SEACOAST	WHISTLE
CHANNEL	GLITTER	MYSTERY	SECRET	WIVES
CHOIR	GOVERN	NATURAL	SEIZE	WRINKLE
CHORUS	GRADUAL	NECKLACE	SELDOM	WRONG
CIVIL	GRAPH	NICELY	SENATOR	YOUR
CLOVER	HALF	NOSTRILS	SENSIBLE	
COLLECT	HALVES	NUMB	SENTENCE	
COMPASS	HAMMER	OFFER	SERVANT	

LEVEL E

299 WORDS

ABSENCE	CONSIDER	FRAGRANT	OVERCOAT	SENATE
ACCEPT	CDNVICT	FURTHER	PAMPHLET	SEPARATE
ACCIDENT	CDRDIALY	GENERAL	PARAGRAPH	SERIDUS
ACCDRDRING	CDURSE	GENERALLY	PENGUIN	SERVE
ADDITIDN	CRDWD	GENTLEMEN	PERHAPS	SERVICE
ADOPT	DAUGHTER	GEOGRAPHY	PERIOD	SESSION
ADVENTURE	DEBATE	GRACIOUS	PHEASANT	SEVERAL
ADVERTISE	DECade	GUEST	PIECE	SHORTRAGE
AFFAIR	DECIDE	GYMNASIUM	PLEASANT	SINCE
AFTERNOON	DECISION	HEIGHT	POLITICAL	SINCERELY
AGAINST	DECLARE	HOSTILE	POPULAR	SKELETON
AGREEMENT	DELICIOUS	IIUSBAND	POSITION	SKIING
ALLEG	DELIVERED	HYDROGEN	POSSIBLE	SOMETHING
ALLIGATOR	DESIRE	IMMEDIATE	PRACTICAL	SOMETIMES
ALLOW	DEVELOP	IMPORTANT	PRAIRIE	SPLENDID
ALREADY	DEVICE	IMPRISON	PREFER	SQUIRREL
ALTHOUGH	DIAMOND	INCLUDE	PREPARE	STATEMENT
ANNUAL	DIFFERENT	INCREASE	PRESENT	STOPPED
ANSWER	DIRECTION	INFLUENCE	PRESIDENT	SUBMITTED
APPOINT	DISAPPEAR	INJURE	PRIMARY	SUGGEST
ARGUMENT	DOUBT	INTEREST	PRINCESS	SUMMON
ARRANGE	DROWN	ISSUE	PRINCIPAL	SUPPLY
ARREST	EARLIEST	JACKKNIFE	PRIVATE	SUPPORT
ARRIVE	ECLIPSE	JUDGEMENT	PROBABLY	SUPPOSE
ASSIST	ECOLOGY	JUSTICE	PROCEED	SURPRISE
ASSOCIATE	EDUCATION	KNOWN	PROGRESS	SYSTEM
ASSURE	EFFECT	LEDGE	PROMISE	TELEGRAPH
ATHLETIC	EFFORT	LENGTH	PROMPT	TERM
ATTEMPT	EITHER	LOCAL	PROPERTY	TERRIBLE
ATTENTION	ELABORATE	LOSE	PROVISION	TESTIMONY
AVENUE	ELECTION	MACHINE	PUBLISH	TEXTILE
AWAIT	ELEPHANT	MAGAZINE	PUNCTURE	THEREFORE
BEAUTIFUL	ELEVATOR	MAJORITY	PURPOSE	THIEVES
BEGINNING	EMERGENCY	MANNER	QUARREL	THOUGII
BELIEVE	EMPLDY	MARRIAGE	QUESTIDN	TOMDRROW
BIOGRAPHY	ENCLOSE	MATERIAL	RACCOON	TDTAL
BROCCOLI	ENGAGE	MEANT	REALLY	TOWARD
BUSINESS	ENTERTAIN	MEASURE	RECEIPT	TREASURE
BUSY	ENTIRE	MEDALION	RECENT	TWEEZERS
BUTTERFLY	ENTITLE	MENTION	RECOMMEND	VARIOUS
CANCER	EQUALITY	MERCHANT	REFER	VESSEL
CAREFULLY	ESCAPE	MERE	REFERENCE	VICTIM
CARNATION	ESTATE	MINORITY	REGARD	VIEW
CENTURY	ESTIMATE	MOSQUITO	REGION	VOLUME
CERTAIN	EVENING	MOTION	REGRETTED	VOWEL
CHARACTER	EVIDENCE	NATIONAL	REINDEER	WEAR
CHISEL	EXAMPLE	NEARLY	RELATIVE	WEIGH
CHRISTMAS	EXPENSE	NECESSARY	RELIEF	WESTWARD
CIRCULAR	EXTREME	NEITHER	REMEMBER	WHICH
CITIES	FACTORY	NEWSPAPER	REPLY	WHOM
CITIZEN	FEATURE	O'CLOCK	RESTRAIN	WHOSE
CLAIM	FINAL	OBJECT	RESULT	WITNESS
CLERK	FINALLY	OBLIGE	RUNNING	WOMEN
COLONIES	FINANCIAL	OBTAIN	SAIL	WONDERFUL
COMMAND	FIREWORKS	OCCUPY	SALARY	WRECK
COMMITTEE	FIRM	OCTAGON	SAPPHIRE	WRITTEN
COMMON	FOREIGN	OFFICIAL	SARDINE	
COMMUNITY	FOREIGNER	DFTEN	SCENE	
COMPANION	FORENODN	DPINIDN	SECRETARY	
CONDITIDN	FORMATION	DORGANIZE	SECURE	
CONDUCTOR	FORWARD	SELECT		

MODULES

K·2·8's educational opportunities can be expanded through the installation of modules in K·2·8's battery compartment.

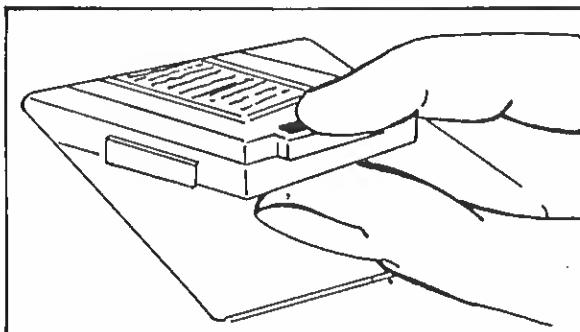
To avoid damage to K·2·8 use only TIGER modules.

INSTALLATION

K·2·8's modules are installed by removing the battery compartment door, removing the batteries, installing the module (see diagram below), replacing the batteries, and replacing the door. The modules must be inserted with the finger notch (see diagram below) upward (closest to battery compartment door). A gentle push is necessary to connect the module to K·2·8's circuitry (don't use excessive force).

REMOVAL

K·2·8's modules are removed by removing the battery compartment door, removing the batteries, removing the module (using the finger notch on the module), installing a different module if desired, replacing the batteries, and replacing the door. Note no harm is done to either K·2·8 or the module by leaving the module in K·2·8 when K·2·8 is turned off.



TIGER
ELECTRONICS

90-DAY LIMITED WARRANT

Tiger Electronic Toys Warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of the date of purchase, to © Tiger Electronic Toys, 909 Orchard, Mundelein, Illinois 60060.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$25.00. Payment must be made by check or money order. This non warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to © TIGER ELECTRONIC TOYS, REPAIR CENTER, 909 ORCHARD, MUNDELEIN, ILLINOIS 60060.

© Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE ©TIGER ELECTORNIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the © Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the orginal box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

© TIGER ELECTRONIC TOYS
REPAIR CENTER
909 Orchard
Mundelein, IL 60060

- Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for \$ 25.00 as payment for the repair service.

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